

Halgames

twice the fun...twice the profits!

Our original wall-mounted, remote-controlled electronic simulation dart game was a tremendous success. Now we bring you the second generation HALGAME: An electronically simulated golf game. Realistically shoots hole-in-one, birdie 2, par 3, bogey 4, or double-bogey 5. Plays a complete 18 hole round. Display units are directly interchangeable with Dart

HALGAME installations — no rewiring of coin boxes or control units. All HALGAMES also available with radio controls. Dart and Golf HALGAME locations can be rotated to maximize fun and profits. The third generation HALGAME will be in production soon. Each HALGAME will be a completely new game so that your HALGAME locations will enjoy even greater fun and profits.

HAL COMPUTER, INC.

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COMMUNICATIONS CONSULTING • COMPUTERIZED ENTERTAINMENT & EDUCATIONAL PRODUCTS

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HALGAME INSTALLATION NOTES

Installation of HALGAMES consists of three phases:

1. Hanging the Display Panels.
2. Wiring and mounting the remote connectors.
3. Wiring and mounting the Coin Box.

An interesting feature of the installation is that it is semi-permanent for each location. When new types of HALGAMES are developed, they will be made compatible so that old Display Panels can be unplugged and replaced by the new Panels. The Play Box would also be exchanged, but all the cable, connectors, and the Coin Box will remain unchanged.

1. HANGING THE DISPLAY PANELS

A most important factor which affects cash receipts is the location of the Display Panels. The HALGAME is intended to be mounted on the wall behind a bar so that it is directly visible to the most customers. In this way, when the game is being played, everyone is attracted to it and will want to play. The fact that the game mounts behind the bar, eliminates the need for noise-makers to attract attention to the game. This lack of noise, plus the attractive soft back-lighted panels, and the fact that it does not require floor space, makes the HALGAME suitable for more sophisticated lounges. We claim that the HALGAME will go where no other coin-operated games have ever gone before, and our experience has proven this to be true - any location which has a jukebox will welcome a HALGAME.

The Panels may be supported in any convenient manner. There are two holes behind each Panel. These holes are spaced 16 inches to facilitate wall mounting with hooks. If the walls cannot be marred or if they are mirrored, the Panels may be supported by ceiling chains. Separation of the Panels is not critical and may be chosen to simplify the installation. However, when possible, it is best to use a wide separation since the customers are amused by action going from one Panel to another. If the Panels are separated by less than the maximum distance (approximately 3 feet), the excess interconnecting cable can be recessed into one of the Panels.

The Panels should be mounted high enough to minimize obstruction and to reduce casual handling. However, the Panels should be readily accessible by your route man so that he can replace light bulbs, clean the Panels, and record the game count (to verify coin count).

2. WIRING AND MOUNTING THE REMOTE CONNECTORS

The HALGAME is an attended, coin-operated, remote-controlled game. When a customer wants to play, he requests a Play Box from the bartender. Sockets are mounted conveniently behind the bar so that the bartender may plug the Play Box in a socket close to the customer. This minimizes interference with other customers.

When installing a HALGAME, a 10-conductor cable is routed from the game to and along the inside of the bar. Careful routing of the cable will make it nearly invisible in a darkened bar.

CAUTION The routing of the cable should avoid areas where it can be walked on, rubbed, or exposed to heat (in one installation the cable was melted by a pizza cooker).

The cable is usually stapled to the walls - a hand staple gun is ideal for this.

IMPORTANT None of the cables (other than the power cord) carry any dangerous voltages or currents. Also, the cable insulation is waterproof so there is no danger to immersing it in water or handling it with wet hands. All bartenders and owners should be informed of this. Also, shorting wires in the cable together will not harm the game, it will just disrupt normal play.

The cable is connected to the game with a 10-pin plug (male) with the 10 wires soldered to the 10 pins. The cable is connected to the bar sockets using solderless terminals. The bar sockets could be soldered, but since these sockets are used frequently, they are subject to wear and damage, and the solderless terminals make it easy to replace a socket. A standard crimping tool is available from local electronic and electrical supply houses for attaching the terminals to the wire. Pliers or a hammer can be used if necessary. It is absolutely necessary that the wiring must be pin-for-pin. That is, the wire that is soldered to pin 1 on the plug must also be wired to pin 1 on each of the sockets, and so on for each pin. The normal color code is:

<u>Pin No.</u>	<u>Wire Color</u>
1	Brown
2	Red
3	Orange
4	Yellow
5	Green
6	Blue
7	Violet
8	Gray
9	White
10	Black

The bar sockets can be mounted in any convenient manner, but it is important that the mounting be durable. The sockets should be mounted with about an eight foot spacing.

IMPORTANT The location of sockets can be critical. One of the most important factors is to avoid drink mixing areas. Some mixes, such as coke, make a mess out of electrical contacts. For this reason, it is also important that your route man clean the contacts at least every other week. Electrical contact cleaners can be purchased locally in aerosol cans and sprayed on the plugs and into the sockets. Insert a plug into each socket a dozen times after spraying with cleaner. This helps to wipe the contacts clean.

Two corner brackets are provided with each socket. These provide excellent mounting for front or underside locations. Angle brackets are also good for underside mounting.

3. WIRING AND MOUNTING THE COIN BOX

The Coin Box should be mounted in a location which is readily accessible to both the bartenders and the customers. Remember, this is an attended, coin-operated, remote-controlled game and your attendant is the bartender (or barmaid). Your cash receipts can be directly related to your bartender's attitude toward the HALGAME. Experience has shown that most customers ask the bartender for coin-change and expect him to put the quarters into the Coin Box. If there is any doubt about locating the Coin Box, put it where the bartender wants it, usually close to the cash register. Also, the bartender should be informed that up to 9 games (9 quarters) can be recorded on the Display Panel and he should inform the customers.

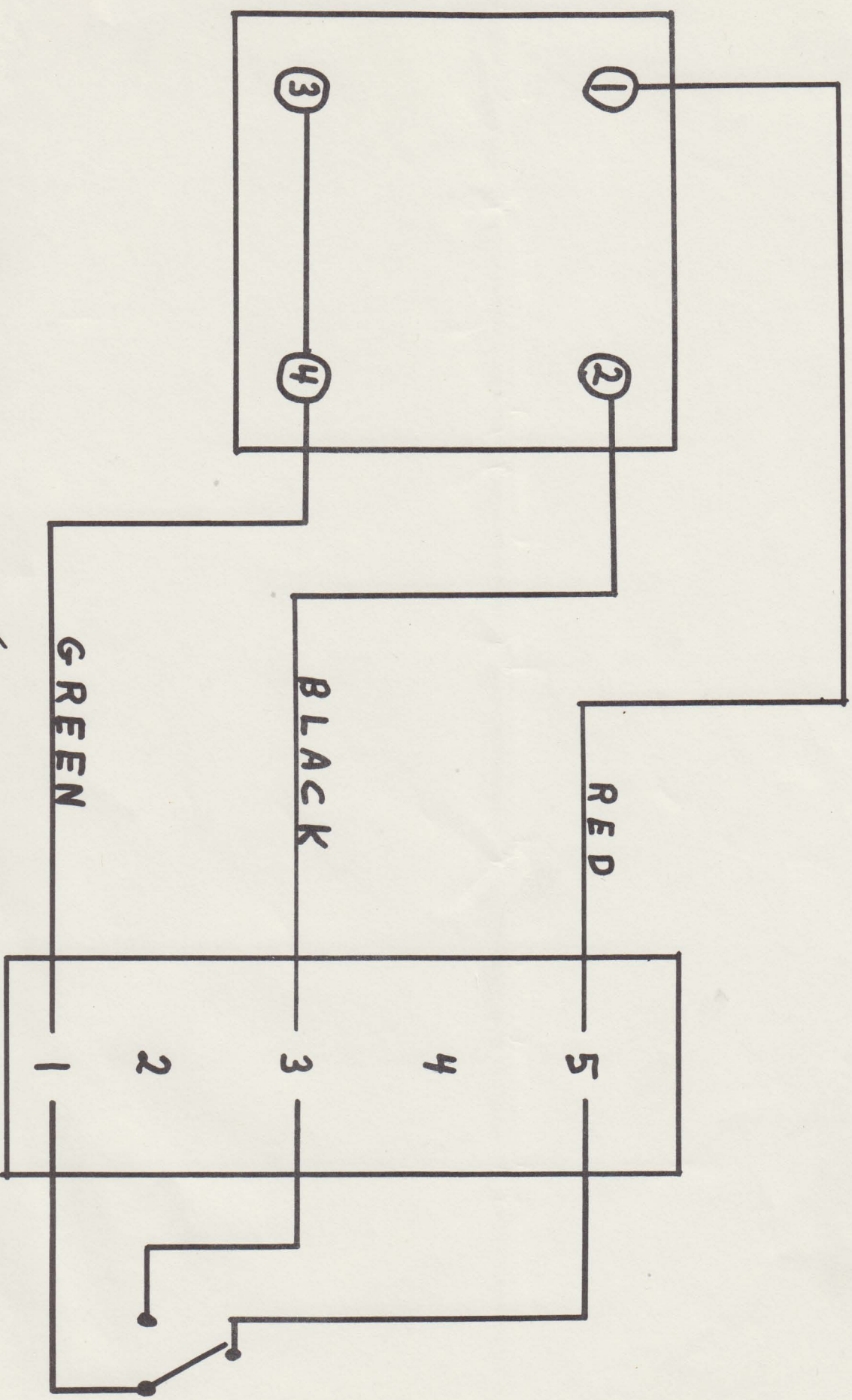
The Coin Box is back-mounted, preferably against a wall. One interesting way to mount it is on the inside of the bar facing the bartender. With this mounting, the customer can reach across the bar to insert his coin. Several installations of this type have shown excellent results.

IMPORTANT Vertical alignment of the Coin Box can be critical. Either front-to-back or side-to-side misalignment can cause coins to be rejected. A level should be used when mounting the Coin Box and the level should be checked if many rejections occur. Since the game is attended, there is little concern about attempted use of slugs and therefore, the coin mechanism has been adjusted such that very few good coins will be rejected under normal operation.

The Coin Box is connected to the Display Panels through a 3-conductor cable soldered to a 4-pin plug as shown in the attached figure. The coin switch is factory wired to the Coin Box terminal strip. The cable is wired to the terminal strip using solderless lugs or simply wrap-around on the terminal strip screws.

4 PIN PLUG

COIN BOX
TERMINAL STRIP



3-CONDUCTOR WIRING DIAGRAM

FIGURE A.

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WARRANTY

The HALGAME Series is guaranteed against defects in material and workmanship for a period of one year from date of sale. Any unit developing such defects within this period will be repaired or replaced without charge, provided it is mailed directly, prepaid and safely packaged to HAL COMPUTER, INC. A charge is made for repairing after the expiration of the guarantee period, and for servicing a unit that requires repairs for reasons beyond our control. This guarantee is void if a unit has been tampered with, taken apart, or otherwise abused in service. Lamps, connectors and installation wiring are excluded from all warranty.